



Hog[®] 3PC

Handbook

Version 1.4.0



Hog® 3PC

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HIGH END SYSTEMS™



Hog® 3PC Handbook
P/N 60600259 Version 1.4.0
Printed in the USA
March, 2006

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Upgrading USB DMX Widgets

Installation

Unpacking

If you ordered a USB DMX Widget or DMX Super Widget, you should have received:

- USB DMX widget or Super Widget (Super Widget requires power and a power supply is included)
- USB cable
- Hog 3PC software installation CD
- This manual

If you ordered a USB Wing, you should have received:

- USB playback or programming wing
- Protective cover for the wing
- USB cable
- Power supply unit with IEC power cable
- LED desklight with protective pouch

If you ordered an LTC Widget, you should have received:

- USB LTC widget
- USB cable

System Requirements

To ensure successful operation of the Hog 3PC software on a personal computer, verify that your system meets the following minimum specifications:

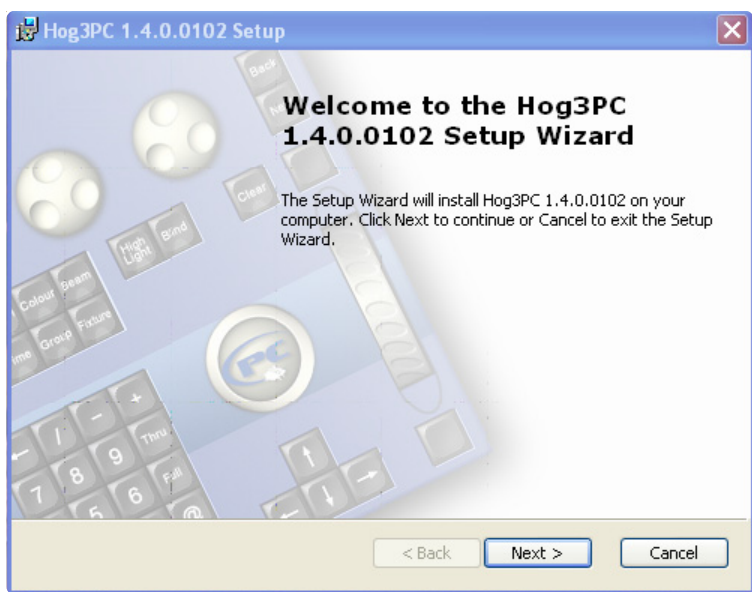
- Pentium III compatible processor at 1GHz or higher
- Microsoft Windows XP® (Home or Professional) operating system (service pack 2 or greater)
- 256MB of RAM
- 200MB of free hard-disk space
- 1024×768 or higher-resolution monitor

For larger shows, using a more powerful processor is advisable. Please ensure that you are using the most up-to-date drivers for your graphics card.

Installing the Hog 3PC Application

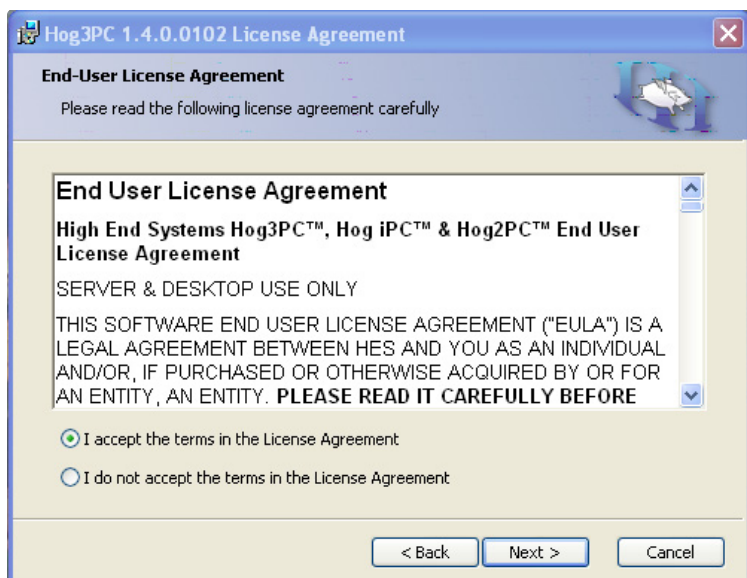
The software for the Hog 3PC system is provided on the accompanying CD-ROM. You can also download the latest version of the application from the Flying Pig Systems website at www.flyingpig.com

1. After loading the CD, double click on Hog3PC_x-x-x-x.msi file to launch the install wizard, where x-x-x-x is the supplied build number. The Hog 3PC installer will check your operating system and windows installer versions, and then display the welcome screen.

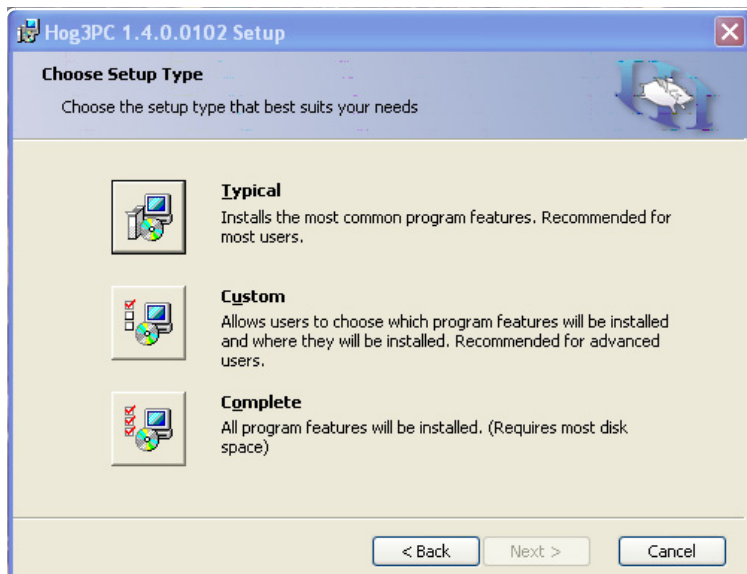


2. Ensure any Flying Pig Systems USB devices (such as widgets or wings) have been disconnected from your computer, and click on the **Next** button to continue.

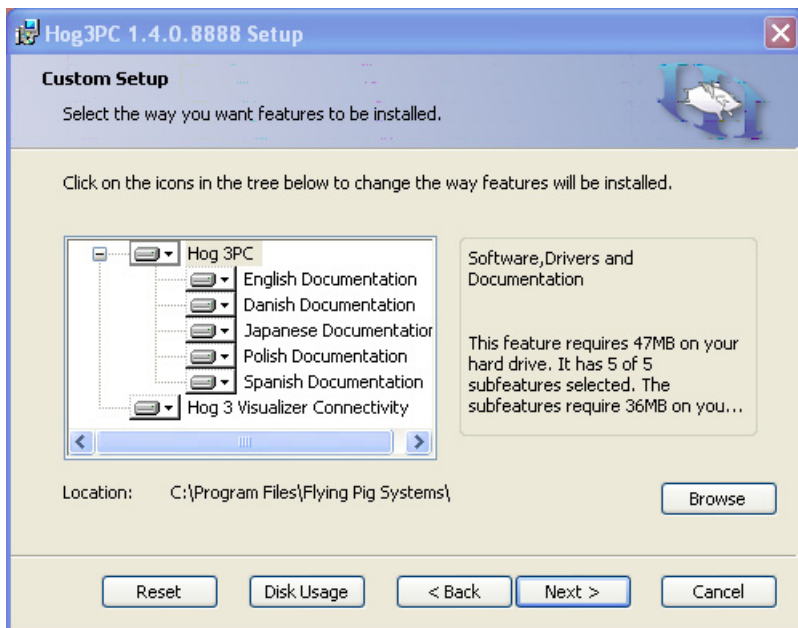
- The wizard displays an End User License Agreement. After you select **I accept the terms in the License Agreement**, you can click the **Next** button to continue.



- You can choose which type of installation you prefer. Click on your preference and then on **Next** to continue.



5. By default the software will be installed into the "[C:\Program Files\Flying Pig Systems\Hog3PC\](#)" directory. If you select Custom or Complete Setup, you can use the **Browse** button to navigate to another location for the application.
6. When Custom Setup is selected, you can also select which help languages to install as well as the Visualizer Connectivity Application. By default all items are installed until deselected.
7. After selecting a drive location and components to install, click on **Next** to continue installation.



8. This prompts a **Ready to Install** screen with instructions on beginning or cancelling the installation.

9. A final screen confirms that the application has successfully installed and requests that you restart your computer.



A Hog 3PC group will be added to the Programs folder on your Start Menu, with icons to start the Hog 3PC application and view installed documentation. A shortcut to the Hog 3PC application will also appear on your desktop.

In addition to the Hog 3PC application, the Hog 3PC group contains the Hog 3PC Widget Upgrader, Hog 3PC Handbook, and the Wholehog 3 User Manual.

The Hog 3PC CD also contains installers for the Wholehog 3 Visualizer Connectivity application and Wholehog 3 console installation software.

Software Removal

You can remove the Hog 3PC application from your computer using the 'Add/Remove Programs' utility found in the Windows Control Panel.

1. In the Windows® start menu, select Control Panel, then double click on **Add/Remove Programs**.
2. Select 'Hog 3PC' in the list of installed programs, and click **Change/Remove**.
3. Select **Remove**, click **Next** and follow the on-screen instructions to complete the un-installation of Hog 3PC software.

Hardware Installation

Hardware installation should only be performed after the Hog 3PC software has been installed on your computer.

Please observe the following important information before connecting your hardware:

USB DMX Widget

DMX Widgets are high-power USB devices, and so is not compatible with bus powered USB hubs. If a widget is connected via a bus-powered USB hub, Windows will report that it does not have enough power available to run the widget. Always connect the widget either directly to your computer, or to a self-powered hub.

NOTE: The Super Widget comes with its own power supply, so you can connect it to a bus-powered USB hub.

USB LTC Widget

The LTC Widget is a low-power USB device, and so can be used with both bus powered and self powered USB hubs.

USB Wings

The USB Programming and Playback Wings can be used either with or without the supplied external power supplies. If used without, the desklight and internal USB hub will not function, and LED dimming will be unavailable. All other functions will remain unaffected.

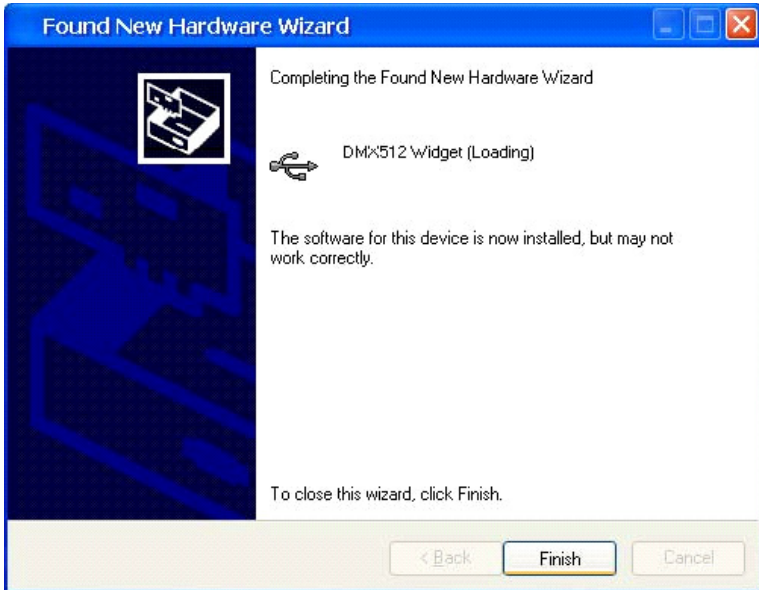
When the internal hub is active (with an external power supply connected), it operates as a self powered hub. It is therefore possible to connect high-power USB devices to the internal hub, such as the USB DMX Widget, or another Wing.

The USB Wing is a high-power USB device when used without an external power supply, and so should not be connected to bus powered USB hubs unless the external power supply is connected.

Use the supplied cables to connect any Flying Pig Systems USB devices to your computer. Windows should automatically detect and install the new hardware. This process may take a few seconds, but should not require any input from you. If this is the case, you may ignore the rest of this section.

Troubleshooting Hardware Installation

- If you see the following dialog, you may safely ignore the warning and click on **Next** or **Finish** to complete the installation



- If Windows displays the full 'new hardware' wizard (not just the dialog above), it has not detected the FPS USB drivers. If this happens, disconnect the USB device, un-install the Hog 3PC software and re-run the installer, verifying that the 'USB Device Drivers' option is checked during the installation process. Then reconnect the USB device.
- If the new hardware wizard is still displayed, select 'Search for a suitable driver for my device'. On the following screen, ensure 'Specify a location' is checked and click on the **Next** button. This will display a dialog requesting the location of the drivers. You should enter 'C:\Windows\Inf', where 'C:\Windows' is the location where Windows is installed (usually as above, or 'C:\Winnt'). Windows should now detect the drivers and complete the hardware installation.

Computer Configuration

Hog 3PC requires Windows XP SP2 or greater to ensure proper networking functionality. Since the Wholehog 3 Operating System makes use of multiple processes communicating via TCP/IP sockets, some Windows computer configurations may prevent the Hog 3PC processes from communicating with each other.

Not meeting the system requirements of Windows XP SP2 or greater, lack of an enabled network connection or multiple active network connections, and/or firewall settings can all result in Hog 3PC communication failures. These communication failures typically cause the Splash Screen to repeatedly display "Scanning port 6600" in its status window. If any of the above conditions prevent the use of Hog 3PC, check the following settings:

Network Adapters

Check the **Windows XP Settings / Network Connections** to determine the number of enabled network connections. When more than one connection is enabled, disable extra connections so that only one remains enabled and restart Hog 3PC.

Firewall

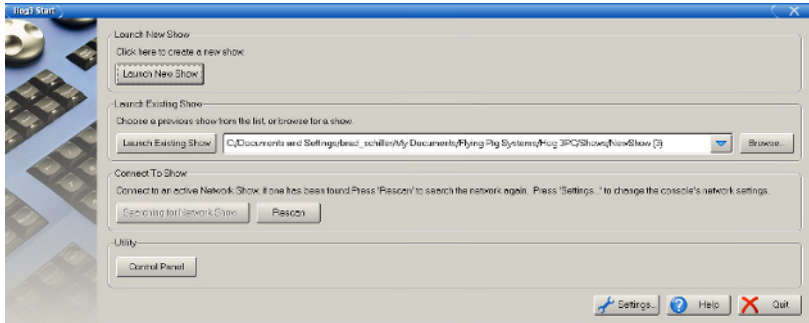
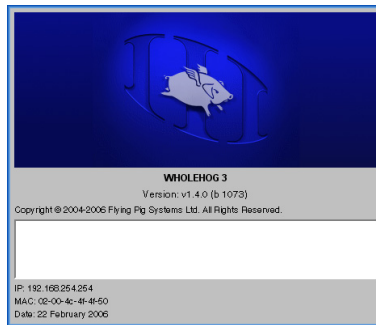
When running the Windows XP firewall or aftermarket firewall products, the firewall may block TCP/IP communications. Often, you can add exceptions for the individual Hog 3PC processes, or add exceptions for traffic that has a source IP address and destination IP address that are both pointing to the local machine. Refer to the documentation provided with your firewall for further details.

Operation

Starting the Hog 3PC Application

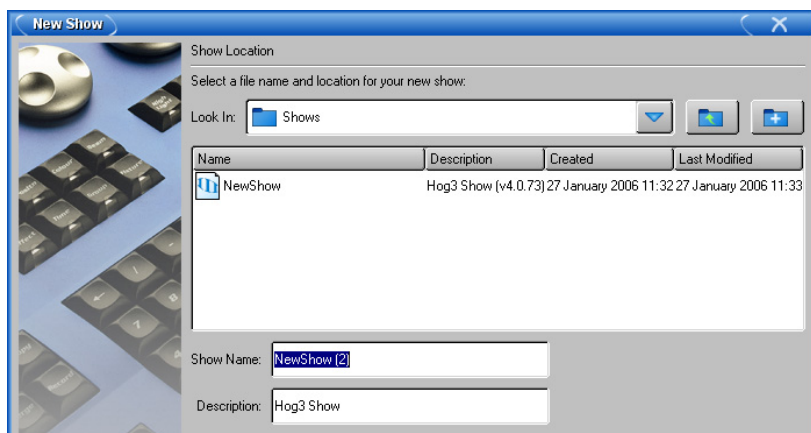
To start the application, click on the Hog 3PC icon on your Windows Start Menu. The Splash Screen and the Hog3 Start window will open.

In the Hog3 Start window, you can choose to Launch New Show, Launch Existing Show, or Connect to Show.

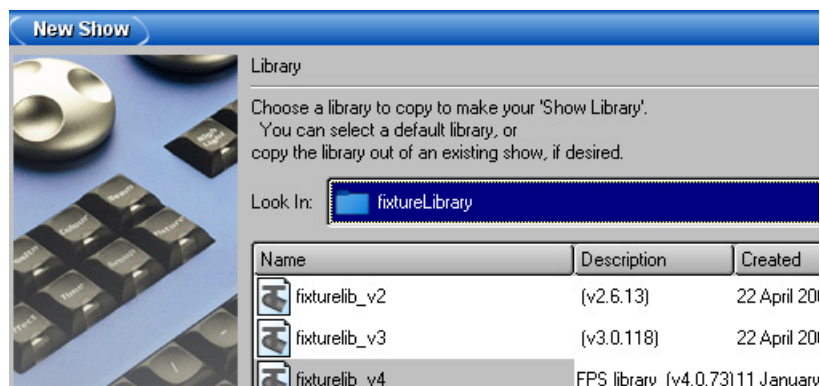


Launch a New Show

Selecting this button will launch a New Show screen and you will be asked to enter the following information:



- *A storage location:* Choose the location on the hard drive where you would like to store the show. The default location is: C:\Documents and Settings\user_name\My Documents\Flying Pig Systems\Hog 3PC\Shows.
- *The show name:* Enter a name for the show file. This can be as long as you like.
- *A fixture library:* Choose the library to use as the fixture library. The library contains information about different types of fixtures that the Wholehog 3 software needs. Several library versions are available for compatibility reasons - it is best always to select the newest library when starting a new show.



Launch an Existing Show

Use the drop down menu to choose from a list of recently used shows and then click on **Launch Existing Show**. Alternatively, you can click the **Browse** button to select from all available shows, including those stored in other locations or external drives.

Connect to a Show

To connect to a show already running on the network select it in the **Connect to Show** section. This option requires correct network configuration between two or more Wholehog 3 systems. Refer to Section 12 of the *Wholehog 3 User Manual* for network configuration instructions.

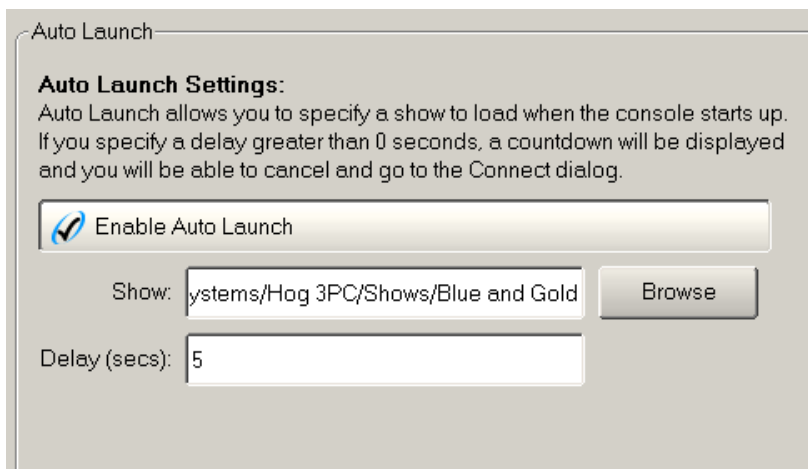
Tip: *What is the difference between launching or starting a new show, and connecting to a running one?*

Normally your Wholehog 3 system will start a 'show server'. When you connect to a running show, no server is started; instead you use the server of the remote system.

Automatically Launching a Show

You can assign Hog 3PC to automatically launch a show at startup:

1. Setup → Control Panel → Auto Launch
2. Select Enable Auto Launch.
3. Choose a show file to launch.
4. Assign a delay time before the chosen show is automatically launched.



At startup, a window will tell you that the show will be launched automatically after the assigned delay. Click **Launch Now** to ignore the remaining delay and launch the show immediately. Click **Cancel** to return to the Hog3 Start window. If you specified a delay of 0 seconds, the delay window will not be displayed.

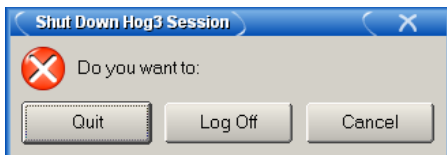
Quitting the Hog 3PC Application

To quit the application, select **Quit** from the "Shut Down Hog3 Session" dialog box. The application and all associated windows will close.

Selecting **Log Off** will exit the current show and display the Hog3 Start screen where you can select another show to load.

To display the "Shut Down Hog3 Session" dialog box, use one of the following methods:

- Right click on the Hog 3PC front panel or any screen to display the right click menu. Select **Quit**.
- Press **Setup** and then select **Quit** from the main toolbar.



Note: *Your show data is stored in the location that you selected when creating the show file. Since Hog 3PC saves changes to the disk as they are made there is no prompt to save the show prior to quitting.*

Working with Hog 3PC Show Files

Creating

By default, all Hog 3PC shows are stored in sub folders at the following location: C:\Documents and Settings\user_name\My Documents\Flying Pig Systems\Hog 3PC\Shows.

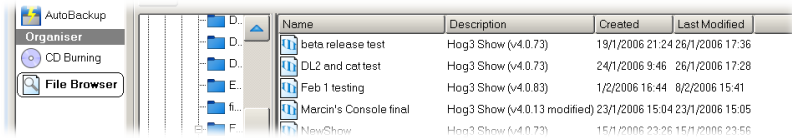
You can, however, choose to store show files in any location on your computer when creating a new show file.



CAUTION: *Altering or changing the hierarchy or data of any of the files within a Show file folder will corrupt the show file.*

Transferring

A Wholehog 3 show file is actually a folder containing several subfolders and files. Within the Hog 3PC application, this show folder is displayed as a single Wholehog 3 show file with a Wholehog 3 icon.



When browsing the show folders outside of Hog 3PC, you will be able to access the subfolders and files that make up your show.



CAUTION: Altering or changing the hierarchy or data of any of the files within a Show file folder will corrupt the show file.

Show folders can not be loaded directly into Wholehog 3 or Hog iPC consoles; backup files must be used. When transferring show files between systems do not copy show the folders using Windows applications. Instead, use the backup utility of the Hog 3PC application and then transfer the backup file to a console or other Hog 3PC system via CD-ROM or external drives.

Backing Up

To prevent problems when transferring a Wholehog 3 show file from Hog 3PC to another Hog 3PC system, Wholehog 3 console, or Hog iPC console, always create a backup of the show file using the Wholehog 3 backup procedure. This backup procedure creates a single compressed file that contains all the subfolders and files integral to your Wholehog 3 show file.

To create a backup of your show file, within the Hog 3PC application, use the File Browser pane of the Show Manager window to store a backup of your current show to another location on the hard disk or an external drive:

1. Select the **Setup** → **Shows** → **Current Show**.
2. Click **Backup**.
3. Browse to a location on the hard drive or an external drive to save the backup file.
4. Click **OK**. A copy of your show will be saved with `_bckf` appended to its file name.

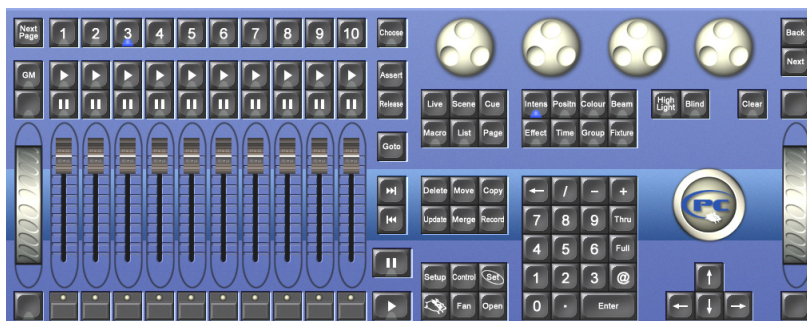
The backup file can also be burned to CD or copied to an external drive and transferred to another Hog 3PC system, Wholehog 3 or Hog iPC console with no concerns about corruption of the show file. The backup file is also useful should you need to send a show file via email.

Using Hog 3PC Interface

Hog 3PC Windows

- ↑↓ When Hog 3PC opens the Hog3 Start window will be displayed along with the splash screen. Once a show file is loaded or opened, the
- ↔ two Hog 3PC default screens will be displayed. You can resize and
- ↖↗ position these screens the same as any standard Windows operating system screens. To resize, simply place your mouse cursor around
- ↗ an edge or corner to display a resize icon. Click and drag to resize the window. To move, click and drag on the screen's title bar (at the top of each screen).
- ↕

Hog 3PC Front Panel GUI

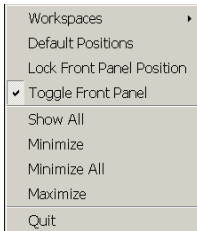


The front panel of Hog 3PC looks and behaves the same as a Wholehog 3 console. Click on buttons to simulate pressing buttons on the console. You can also click and drag to alter the various encoders or faders. In addition, when you click and drag on the trackball, it will illuminate blue and your mouse will adjust the pan and tilt of the selected fixtures.

To hold down a single key and make another selection, simply press and hold **SHIFT** on your computer keyboard when you click the key. As long as you are holding shift, this key (and subsequent keys) will remain held down. You can then click on another key, button, cell, or encoder to access further functions.

Right Click Menu

When right clicking in most portions of the Hog 3PC application, the following options are displayed:



Workspaces opens a sub selection allowing various portions of the front panel to be displayed.

Default Positions restores all Hog 3PC screens to their default location on the Windows desktop.

Lock Front Panel Position toggles the ability to move the Hog 3PC Front Panel on the Windows desktop.

Toggle Front Panel toggles the Front Panel on/off.

Show All restores all Hog 3PC screens to their previous size.

Minimize minimizes the current Hog 3PC screen.

Minimize All minimizes all Hog 3PC screens.

Maximize maximizes the current Hog 3PC screen and hides the title bar.

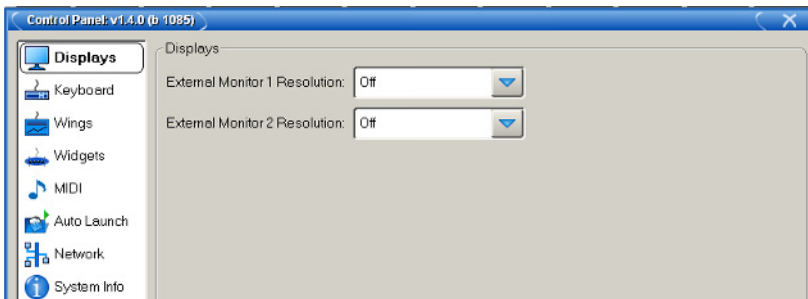
Quit displays the exit dialog for the Hog 3PC application.

Displaying Four Hog 3PC Windows

By default, only two Hog 3PC windows are shown. However, the Hog 3PC software supports the display of three or four windows if desired. To open these windows:

1. Go to the Control Panel / Displays
2. Set the resolutions for External Monitor 1 and External Monitor 2 (which correspond to the two external displays on the Wholehog 3 console).

Note: *The control panel settings are system specific, so the number of screens will be retained regardless of the show file that is launched.*



Configuration

USB DMX Widgets and Super Widgets

The Hog 3PC software can support up to eight universes of DMX output. You can connect any combination of USB DMX Super Widgets or USB DMX Widgets to total 8 DMX outputs.

Instead of the Wholehog 3 console's direct Ethernet connection to Wholehog 3 DMX processors, Hog 3PC software uses two "virtual" DP's when patching and DMX output is then accomplished via external USB DMX Widgets or Super Widgets. Each output of a USB Widget or Super Widget can be mapped to an output of DP #1 or DP #2 using the Widgets tab of the Hog 3PC Control Panel. Refer to the *Wholehog 3 User Manual* for details on patching fixtures to DP's for DMX output.

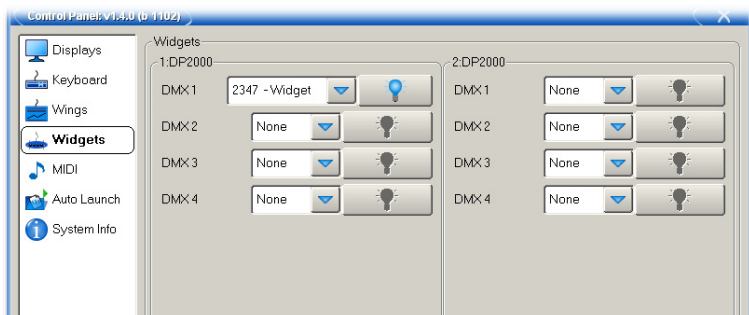
Before you begin configuring connected widgets, ensure that an USB DMX Widget or Super Widget is connected to an USB port of the computer. The "link" indicator on the widget should be illuminated and it will blink every 2 seconds to indicate that it is functioning correctly.

Use the following steps to configure the widgets:

1. Within the Hog 3PC application, select the **Setup** key on the Front Panel and then the **Control Panel** button on the main toolbar to open the Control Panel.

Note: *You can also access the Control Panel from the Utility section of the Hog3 Start window.*

2. Select the **Widgets** tab. The Hog 3PC application provides one port for each of the DMX outputs on the first two DP's in the show file.



3. To configure a widget to an output port of a DP, click on the box associated with the port and select the widget from the list of serial numbers that appears. Super Widget ports will appear with the serial number followed by an output number.

A single widget or single output of a Super Widget may only be connected to one port at any one time. If a widget that is already connected to one port is connected to a second port, it will automatically be disconnected from the first port.

Note: Some widget serial numbers will appear with RED text. This indicates that the USB DMX Widget is not compatible with Hog 3PC and must be enabled. Please contact HES for upgrade information.

4. Click **Apply** or **OK** to confirm the selection. The widgets that have been connected should now have their "Active" "DMX OK" and "TX Mode" indicators illuminated.
5. You can identify which widget is connected to the port by selecting the Beacon button to the right of the port. The widget connected to that port will flash its indicator lights for a few seconds.

USB Playback Wings

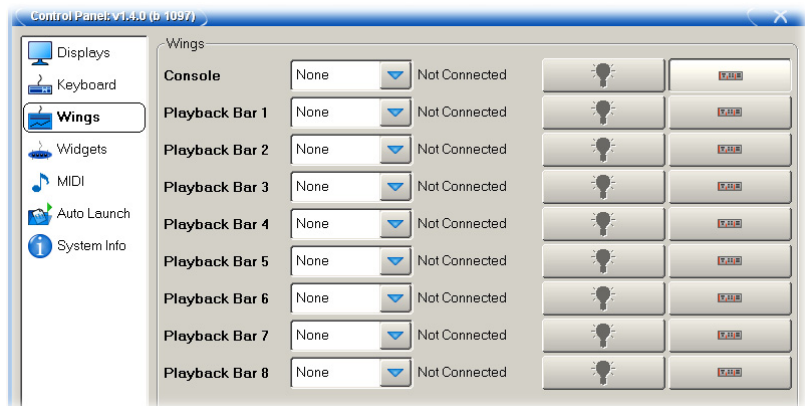
You can connect up to four mini USB Playback Wings to the Hog 3PC computer. Configuration is very similar to that of the USB DMX Widgets.

Before you begin configuring connected playback wings, ensure that an USB Playback wing is connected to an USB port of the computer. The "link" indicator on the wing should be illuminated and it will blink every 2 seconds to indicate that it is functioning correctly.

Use the following steps to configure the wings:

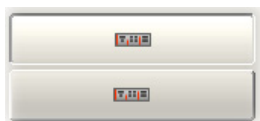
1. Within the Hog 3PC application, select the **Setup** key on the Front Panel and then the **Control Panel** button on the interface to open the Control Panel.

2. Select the **Wings** tab. The Hog 3PC application provides one port for each of the possible playback bars.



3. To configure a wing to a playback bar, click on the box associated with the playback bar and select the wing from the list of serial numbers that appears. The "Console" row is used to assign a wing to the standard console playback bar. Wholehog 3 Expansion Wings will appear with their serial number followed by a display number.

Once properly configured, the wing status will change to display "connected" and the beacon icon will become enabled. The Beacon button flashes the Wing's LEDs to identify its connection port.

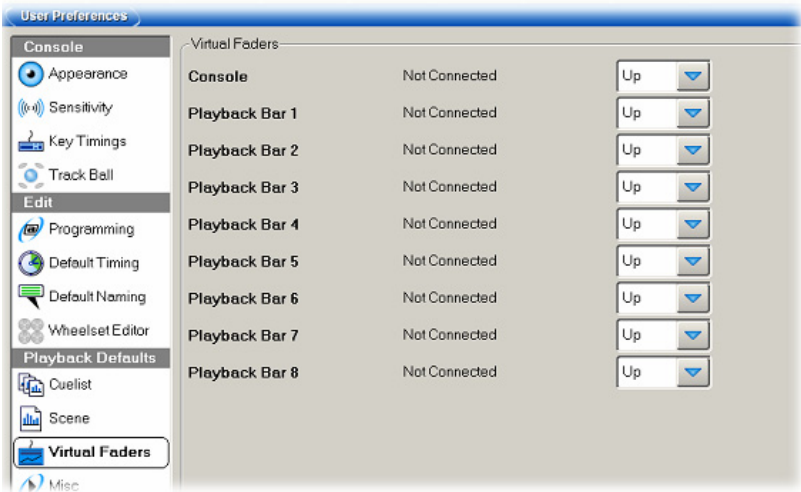


The **Display** button will toggle the graphical playback bar on or off. Each playback bar can be displayed regardless of hardware configuration. This can be useful when working offline.

USB Programmer Wing

No configuration is required for a USB Programmer wing. Once connected, it should begin to mimic the programming functions of a Wholehog 3 console.

Virtual Faders

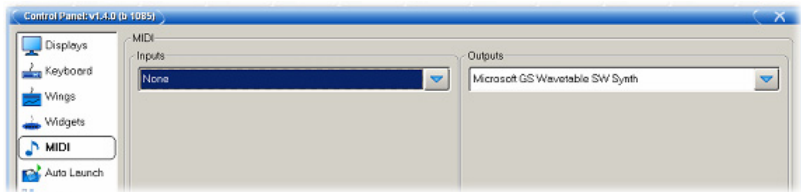


The Virtual Faders tab of the Preferences window allows you to define the default setting for a playback bar's faders when no associated hardware is connected. This show setting allows you to define the virtual faders as up or down. The setting does not alter the position of the Grand Master, which is always considered Up until changed by the user.

When hardware is connected, these settings will be disabled and ignored.

MIDI Configuration

MIDI Input and Output devices can be configured for use with Hog 3PC in the MIDI tap of the Control Panel.



First, install your Windows MIDI input/output device and associated Windows drivers following the manufacturer's instructions. Once the Windows computer properly configures the hardware, it should become available in the drop down menus of the Hog 3PC MIDI screen.

Networking

While the Hog 3PC software can connect to a Wholehog 3 show on a network, it can not connect directly to a DMX Processor (DP) or MIDI/Timecode processor (IOP). Refer to section 12 of the *Wholehog 3 User Manual* for Wholehog 3 network configuration that allows connection to other Wholehog 3 shows.

Keyboard Shortcuts

Hog 3PC keyboard shortcuts can be toggled on and off using the **Pause** or **Break** key on the computer keyboard. When shortcuts are enabled (known as map mode), the computer keyboard is mapped to the shortcuts. When disabled, text entry via the computer keyboard is possible.

Whenever possible, Hog 3PC intelligently disables the keyboard shortcuts when text entry is expected (after pressing **SET** or double clicking in a cell). When the text entry session is completed, the shortcuts are automatically re-enabled.

Use the **Pause** or **Break** key of the PC keyboard to toggle the keyboard state. By default, shortcuts are disabled when you start a show.

Note: *When shortcuts are disabled, only the shortcut mapped to SET remains functional to allow quick labeling from the external keyboard.*

Keyboard Shortcut Status

To quickly determine the current state of the keyboard shortcuts, the Status Bar at the right hand end of the Command Line Toolbar displays **MAP** for map mode or **Abc** for text entry mode.



Hog 3PC Keyboard Shortcuts

The following keyboard shortcuts are mapped when using a US keyboard. Other nationality keyboards may result in different character mappings.

Function	Shortcut
Toggle Shortcuts	Pause or Break
Pig	CTRL
Open	ESC or O
Set	NumLock or Insert
Intensity	F11
Position	F2
Colour	F3
Beam	F4
Effects	F7
Macro	F5
Group	F1
Fixture	F12
Scene	F9
Cue	F10
List	F8
Page	F6
Record	R
Merge	E
Move	M
Copy	P
Delete	D or Delete
Update	U
Live	V
Time	T
Setup	S
Control	L
Fan	F
Highlight	H
Blind	B
Clear	C
Next	N
Back	Y

Function	Shortcut
Main GO	} or] or Space
Main Pause	{ or [
Skip Fwd	K
Skip Back	J
Goto	G
Release	Z
Pig + Release	ALT + Z
Assert	A
Next Page	: or ;
@	' or @
Full	~ or #
Thru	* or X
Minus (-)	- or _
Plus (+)	= or +
slash (/)	/ or ?
Point (.)	. or >
Choose Master 1-10	ALT + 1 - 0
GO Master 1-10	TAB + 1 - 0
Pause Master 1-10	Backspace + 1-0
Undo	CTRL + Z
Redo	CTRL + Y
Visual Cut	CTRL + X
Visual Copy	CTRL + C
Visual Paste	CTRL + V
Visual select Range	CTRL + cursors
Backspace	backspace
Enter	Enter
GM	\ and or
Central Choose	ALT + -
Bottom Right toolbar	TAB + F1 - F12
Top Left toolbar	Backspace + F1 - F12
Top Right toolbar	ALT + F1 - F12

Visualizer Support

Visualizing Hog 3PC DMX Output

Hog 3PC software has been designed to interface directly with ESP Vision and WYSIWYG to allow real-time on-screen visualization of the DMX output from Hog 3PC software. You do not need to have a DMX widget connected to use these features, as the data is sent directly from the Hog 3PC application to the visualization application without requiring a physical DMX link. Hog 3PC allows a direct connection on the same computer or to a separate visualizer computer via an Ethernet connection.

Visualizing via an Ethernet Connection

The Wholehog 3 system is capable of connecting to visualizer computers connected via Ethernet to the Hog 3PC computer. Currently both ESP Vision and WYSIWYG are supported. The Wholehog 3 Connectivity application must be installed on the visualization computer for this connectivity to function.

Section 30 of the Wholehog 3 User Manual describes the basic information needed to install the Wholehog 3 Connectivity application on your visualizer computer as well as the configuration of the application.

Visualizing on the Same Computer

To visualize Hog3PC output using ESP Vision or WYSIWYG running on the same computer, the Wholehog 3 Connectivity Application must be installed. It is installed automatically with the Hog 3PC application unless it is deselected using the Custom Setup option. Refer to the *Wholehog 3 User Manual* for installation and use of the Wholehog 3 Connectivity Application.

Note: *When Hog 3PC software is interfaced directly to a visualizer running on the same computer, your computer may be less responsive than when running Hog 3PC software alone. This is normal, as both programs must share the computer's resources.*

Upgrading USB DMX Widgets

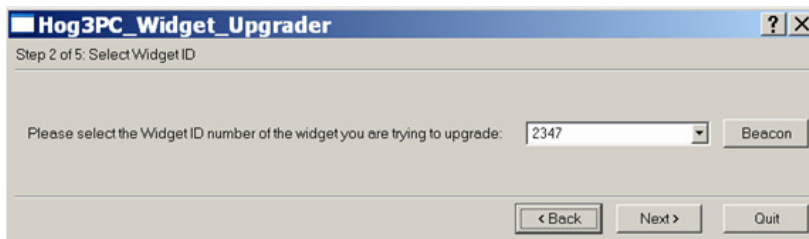
Many USB DMX Widgets (single universe) are compatible only with Hog 2PC. These USB DMX widgets will need to be upgraded to be compatible with Hog 3PC. Please contact your High End Systems dealer for pricing and details. When purchasing, you need to provide your Widget serial number and Widget ID number. Once the upgrade is purchased, you will receive an Upgrade Kit for each USB DMX Widget. This kit contains labeling, hardware, software, and a unique authorization code compatible only with the specified widget serial number.

After receiving your upgrade kit, follow these directions to upgrade your USB DMX Widget.

1. Install Hog 3PC from the included CD-ROM.
2. Plug in your USB DMX Widget(s) that match the serial numbers on the included authorization sheet.
3. Launch the Hog 3PC Widget Upgrade application from the Hog 3PC start menu.

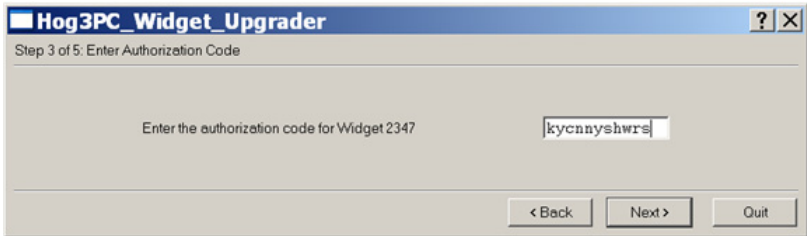


4. After confirming that the widget(s) are properly connected and the Link LED is illuminated, press **Next**.
5. Select a Widget ID number to upgrade from the drop down menu. To confirm the selected widget, press the **Beacon** button to flash the LEDs on the widget.



If the drop down menu displays "No DMX Widgets found!", check your USB connections.

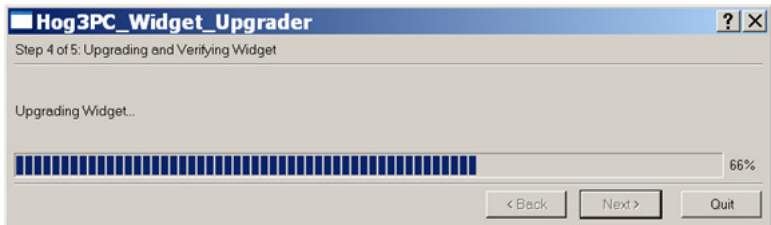
- After selecting a Widget ID number, press **Next** to continue to the next step.



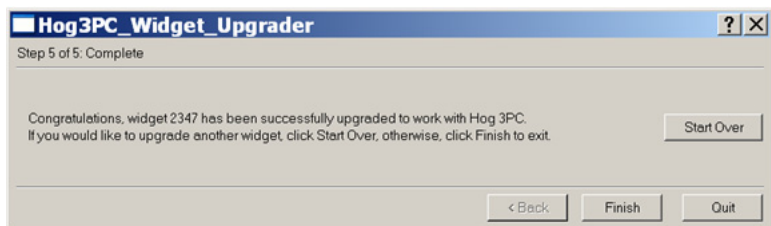
- Enter the authorization code for the selected widget. The authorization code will be delivered with the Hog 3PC Widget Upgrade Kit.
- After entering the authorization code, press **Next** to continue to the next step.

If the code is incorrect an error message will be displayed. Click OK to close the error and re-enter the proper authorization code. Codes are unique for each USB DMX Widget and will not function unless they match the expected serial number and Widget ID number.

- The upgrade process will take a few seconds to complete.



- Once complete, the widget will be fully upgraded.



You can now select **Start Over** to upgrade another widget, or press **Finish** or **Quit** to exit the application.

In the event of an error, a message will be displayed. Please contact High End Systems support for further assistance. 800-890-8989 or support@flyingpig.com